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(54) **PROVIDING A TELE-IMMERSIVE EXPERIENCE USING A MIRROR METAPHOR**

(71) Applicant: **MICROSOFT CORPORATION**, Redmond, WA (US)

(72) Inventors: **Andrew D. Wilson**, Seattle, WA (US); **Philip A. Chou**, Bellevue, WA (US); **Donald M. Gillett**, Bellevue, WA (US); **Hrvoje Benko**, Seattle, WA (US); **Zhengyou Zhang**, Bellevue, WA (US); **Neil S. Fishman**, Bothell, WA (US)

(73) Assignee: **MICROSOFT CORPORATION**, Redmond, WA (US)

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(57) **ABSTRACT**

A tele-immersive environment is described that provides interaction among participants of a tele-immersive session. The environment includes two or more set-ups, each associated with a participant. Each set-up, in turn, includes mirror functionality for presenting a three-dimensional virtual space for viewing by a local participant. The virtual space shows at least some of the participants as if the participants were physically present at a same location and looking into a mirror. The mirror functionality can be implemented as a combination of a semi-transparent mirror and a display device, or just a display device acting alone. According to another feature, the environment may present a virtual object in a manner that allows any of the participants of the tele-immersive session to interact with the virtual object.